

UNH LUMBERJACK SPRING MEET RULES 2008

Each team consists of 6 people. Each competitor will participate in one singles, one doubles, one triples and all team events. This rule can be modified with notification at the captains meeting.

Captains Meeting at 9:00 AM

Note: Aluminum foot protection must be worn in horizontal and vertical chopping.

1. You must provide horizontal stands.
2. UNH will provide wood, chains and binders and saw bunks and vertical chopping stand for all events.
3. "Cookies" must be whole or you must be able to piece it together for it to count.
4. All timed events will start on "Get Set - - Go". Chopping will be 3, 2, 1, Go – Axe on wood until 1.
5. Teams will draw a number and this will be your event number and wood number for the day.
6. Each school will be allowed to have 4 teams consisting of any combination of a Mens, Women or a Jack and Jill team. Jack and Jill teams will compete as mens team and use mens wood.
7. No Alumni teams permitted.
8. All teams must complete the advanced registration form and confirm proof of insurance.
9. Any and all rules may be modified by the judge and changes will be explained at the captains meeting.

SINGLES:

1. Axe Throw

The target will be divided into 5 rings with scores of 5,4,3,2,1. There will be 1 practice throw and three throws for score. A throw landing on two different scoring rings will be awarded the higher score. Throws will not count if both points stick in the target. Highest score wins. Ties will be broken by a throw off.

2. Single Buck

The competitor must saw one complete cut through a large white pine log with a crosscut saw. A starting cut with a 10-inch arc will be allowed. Fastest time wins.

3. Super Swede Saw

The competitor must make 4 cuts in a 6 "x 6" or 2 cuts in an 8"x 8" piece of wood depending on availability. All sawing must be done within a specified section of clear wood. A spare saw may be used if the first saw breaks. Fastest time wins.

4. Wood Split

The competitor will be given two bolts of hardwood to split. All splitting using any style of axe or maul, must be done inside an ordinary car tire. You must split each bolt into 4 full length pieces. A one (1) minute time penalty will be added for each full length piece less than a total of 8 pieces. Hands and feet may be used. Competitor must wear steel toed boots. Competitors **MUST CALL TIME** when done. Fastest time wins.

5. Chainsaw Speed Cut

Each competitor will be provided a STIHL Chainsaw to use for this event (model and size to be determined). You must provide and wear chaps, ear and eye protection and steel toed boots. Failure to comply with this will result in disqualification. Each competitor must make two cuts (one down and one up cut) in a marked area. Saw will be started, running on the ground without the chain break engaged. Hands will be on top of wood on a marked line, at judges signal competitors will reach down, pick up the saw and make two cuts. Fastest time wins.

6. Pulp Toss For Distance

The competitor will toss 3 pieces of 4' hardwood pulp in a marked area. Longest landing spot will be scored for distance. Longest distance wins, two minute time limit. Pulp hooks may be used.

DOUBLES:

1. Log Roll

A pair of team members will roll a log using peaveys thru a marked area. The log will be rolled down, contact each pin and returned to the starting pins. The bark or side of the log must contact each at the end of the event. You can cross haul the log at any time. Fastest time wins.

2. Cross Cut To Death

Two competitors will make six consecutive cuts through an 8x8 pine cant. All cuts must be made within a specified section of clear wood. Time stops when the last cookie comes off the block. Fastest time wins.

3. Vertical Chop

Two competitors per team must chop through a 10"-12" round for men (7" x 7" for women) block of pine. Competitor one starts chopping and chops half of the block. Competitor two then chops the remaining half of the block. Leg protection must be worn on both legs and you must use three slab nails for each chopping face of the block. Fastest time wins.

TRIPLES:

1. Horizontal Chop

Three competitors must each chop an 8" x 8" for men (6" x 6" for women) pine block of wood. Chopper one must signal second chopper when to start and so on. Fastest time wins. Each school must provide chopping stands. Leg protection must be worn and shown to judges prior to the start.

2. Logging Relay

Three competitors must complete the relay in 4 minutes or less with each competitor participating in only one event. Fly casting (we will provide the fly with no hook). Here they will cast as many times as needed to get their best score. A large target will be placed on the ground. All casting must be done while standing in a marked area. When the competitor is satisfied with their score they will lay the pole on the ground and yell "DONE", and then the second competitor may start the firewood toss for accuracy. Here the competitor will toss 4 pieces of firewood into a skidder tire. Once they have thrown all 5 chunks they will yell "DONE" and the last competitor will begin the chocker chain throw. Here the competitor will have two chocker chains to throw at the end of a raised log. Points will be awarded for a chain which hangs from the log, lesser points for a chain landing within 12" of the marking on the end of the log and the least points for any chain within 24" of the end of the log.

(40) Fly casting points – 40 points bulls eye, 30 points, 20 points outer ring and 10 point for on the sheet

(20) Firewood toss points – 5 points each piece in the tire

(40) Chain Throw – 20 points for each chain hanging over the log at the correct end, 10 points for within 12" from the mark on the end of the log and 5 points if the chain is less than 24" from the marked end on the log.

The chains will be painted and must be throw at the corresponding painted end of the log.

Firewood and chains cannot be touched prior to the start of the event.

TEAM:

1. Cross Cut

Each pair of team members must make 2 cuts (a total of 6 cuts) through an 8"x 8" pine cant. All sawing must be done within a specified section of clear wood. Fastest time wins.

2. Bow Saw

Each competitor must make 1 cut through a 6 "x 6" or in an 8"x 8" depending on availability (total of 6 cookies). All sawing must be done within a specified section of clear wood. A spare saw may be used if the first saw breaks. Fastest time wins.

4. Team Pulp Toss

Each competitor must toss 4 sticks of 4' hardwood pulp between a set of pins in a rectangular area 4' x 20' men (4' x 15' women). Each person will toss the pulp to the far end and a teammate at the far end of the area will toss the four sticks back again. The pulp must land and stop between the two stakes at the opposite end. You must pull your wood back between the pins before starting your next toss. Time stops when you reach a total of 24 sticks. Fastest time wins

5. Pack board and Water boil Relay

Each competitor must compete in this event, 3 people will run, 3 people will build the fire. Tie pack including items such as wood, sheathed axe or axes, knife and 3 matches. You must pack and carry all items you plan to use in this event. If the pack becomes untied you must stop and retire. **Entering the fire build area with pack in your arms will result in disqualification.** First team to boil wins.

Canoe Events:

All team members must compete in a canoe event. For teams with less than 6 people no person may compete in the same event twice. **All canoes for all events must be a minimum of 14' total overall length.** No exceptions. Parking limited to one vehicle per team. It is a short walk to the area. PFD's must be worn by all.

Singles

First person will start in the canoe in the water. You will be told to go and when the bow of the canoe passes the green floats times starts. You will canoe up to a white float and go completely around (break your wake) and then go to the red float and just go around and head back to shore. You may switch in the water or on shore. The second person will do the same pattern. Time stops when the entire canoe passes the green floats.

Doubles

Two people will start in the canoe in the water. The canoe will be in a marked area. You will be told to go and time will start on go. You will canoe to the first of 2 white floats. You must circle completely around each white float – start from either side is okay. Then paddle to the red float and go around and finish between the float and the shore. You will canoe to the marked area on land, take the boat out of the water and run up between the flagged posts. Both people, the canoe all paddles and PFD's must cross the line to stop time.

Portage

Two people will start in the fenced area with the canoe, paddles and PFD's. You will start on go and run with all of your gear and put in at the marked area. You will canoe to the pink flagging on the opposite shore. Take the canoe out and carry all gear down the marking path in the woods. You will put the canoe back in the water and take out at the marked area where you started. Time stops when both people, the canoe and paddles and PFDs are back in the fenced area. You may carry, drag or move your canoe on land how you wish!!

IF YOU HAVE ANY QUESTIONS ABOUT THE RULES – ASK AT THE CAPTAINS MEETING!